**IT Applications Unit 3, AOS 1, Online Communities**

Complete the following, from Chapter 2, Problem-solving Methodology, pgs, 60-80

**Problem-solving Methodology: 4 Stages**

**Analyse**

**Design**

**Development**

**Evaluate**

**Analysis of the problem**

This stage involves the following three steps:

1. Determining the solution requirements
2. What needs to be established?
3. How is the problem best defined?
4. The aim of problem analysis is to ensure that the problem is clear enough to effectively analyse it and efficiently solve it. Define these two terms, efficiency and effectiveness.
5. Identifying data and information needed for the solution, p 64;
   1. Need to identify where data is coming from for online community – inside or outside
6. Identifying the functions needed for the online community solution
   1. The functions needed for online communities can be separated into 2 distinct categories, how the solution functions and attributes of the solution. List the characteristics of each of these.
7. Identify the constraints on the solution, p 65
   1. List the technical and non-technical constraints.
8. Determine the scope of the solution, p 66
   1. What needs to be considered in the scope of the solution?

**Designing a website solution, p 67**

**Identifying how a solution will function**

1. Taking into account the technical constraints a range of design tools can be used to show the functionality of the website. Elaborate on each of the following functional design tools:
2. IPO Charts
3. Flowcharts
4. Layout diagrams
5. Website map
   1. What does information architecture refer to?

**Navigation Design**

1. what considerations need to be taken into planning the navigation design?
2. What’s meant by making your website accessible?
3. What is a style guide?
4. List the conventions of file naming.

**Identifying how a solution will appear using design tools**

**Elaborate on the following:**

1. Mock-up diagram
2. Layout diagrams
3. Storyboard designs

**Formats and conventions,** p 73

Elaborate on the following formats and conventions

* Screen size
* Index or home page
* Scrolling
* Text
* Navigation
* Font selection
* Images and file size
* Style guides

**Identifying evaluation criteria**, p 76

In identifying evaluation criteria efficiency and effectiveness can be used as a scaffold.

**Developing a prototype website, p 76**

**1** What is a prototype website?

Development stage of PSM involve:

1 Using validation

1. How does validation occur?

2 Manipulation to build a solution

List tasks involved with manipulation.

What are cascading style sheets and meta tags.

1. Testing the prototype solution, p 78

List the testing undertaken for:

* Function
* Appearance